Punch • Kick • Power Attack	A • B • C
Move to other fighting plane	D
Retreat • Dash	← ← • → →
Holds • Throws	← • → C
Attack Avoider	A B
Air Block	air ← • ↖ • ↙
Quick Recover • Line Roll	knocked ↙ ~ ↘ D • ↑ D
Taunt	far N C D
Move knocks opponent into other plane	plane
Break Shot	BREAKSHOT

Can only be done when the Power Gauge is POWed up to the H.POWER level of higher

Pursue Attack — pursue

Follow-up attack on an opponent who has been knocked down by a combo, throw or Special Move

Recovery Attack — recovery

Attack whilst getting up off the ground after being thrown or combo'd

S.POWER

Only possible when your character's energy bar is flashing or the Power Gauge is full

Can also be done if both are flashing instead of the P.POWER move.

P.POWER

Only possible when your character's energy bar is flashing and the Power gauge is full

TERRY BOGARD

Rising Upper	↘ A
Roundhouse Kick	→ B
↳ Follow with	D • ↓ D
Overhead Punch	dash → C
Burn Knuckle **BREAKSHOT**	↻ A • C
Fake Burn Knuckle	→ A C
Power • Round Wave **BREAKSHOT**	↻ A • C

C version hits in both planes

Power Dunk	↘ A ↗ B
Power Charge	A B → C
Crack Shoot **BREAKSHOT**	↻ B
Fire Kick **BREAKSHOT**	↻ B
Rising Tackle	↓ ↑ A
Passing Sway	↻ D
Power Geyser **BREAKSHOT**	↻ ↙ → B C
Fake Power Geyser	↓ B C
Triple Geyser	↻ ↙ → C

ANDY BOGARD

Upper Palm	↘ A
Flip Kick	→ B
↳ Follow with	↗ C
Zaneiken	↙ → A • C
↳ Shipû Uraken	↙ → C
Fake Shipû Uraken	→ A C
Shôryûdan **BREAKSHOT**	↻ C
Genei Shiranui	air ↻ D
Kûhadan **BREAKSHOT**	↙ ↻ B
Hishôken **BREAKSHOT**	↻ A • C
Fake Hishôken	↓ A C
Chô Reppadan	↻ ↙ → B C
Fake Chô Reppadan	↓ B C
Dandadan **BREAKSHOT**	↻ ↙ → C tap

JOE HIGASHI

Slide Kick	↘ B
Roundhouse Kick	← B
Taunt pursue	↓ C
Jaws Special	close ← • → C
↳ Jaws Special Rout	↓
Multiple Knees	close ↘ C
Slash Kick	↙ → B • C
Fake Slash Kick	→ A C
Ôgon No Kakato BREAKSHOT	↻ B
Tiger Kick BREAKSHOT	↯ B
Bakuretsu Ken BREAKSHOT	A tap
↳ Hook	↻ A • C
Hurricane Upper BREAKSHOT	↻ A • C
Fake Hurricane Upper	↓ A C
Screw Upper	→ ↻ ↘ B C
Thunder Fire	→ ↻ ↘ C • D

MAI SHIRANUI

Ryû no Mai	← A
↳ Follow with	D • ↓ D
Double Kick recovery	C tap
Air Throw	air close ↓ C
Kachôsen BREAKSHOT	↻ A
Fake Kachôsen	↓ A C
Sachiyo Dori BREAKSHOT	↻ C
Ryu En Bu BREAKSHOT	↻ A
Hissatsu Shinobibachi BREAKSHOT	↻ C
Musasabi no Mai	air ↓ A B
Chô Hissatsu Shinobibachi	→ ↻ ↘ B C
Hana Arashi	→ ↻ ↘ C hold
Fake Hana Arashi	↓ B C

KIM KAPHWAN

Neri Chagi	→ B
Hi En Zan **BREAKSHOT**	↓ ↑ B
Kûsajin	↓ ↑ A
Kûsazan	↓ A
Han Getsu Zan **BREAKSHOT**	↻ B • C
Haki Kyaku **BREAKSHOT**	↓ ↓ B
Hishô Kyaku	air ↓ B
↳ Judgement Kick	↘ B
Hôô Tenbu Kyaku	air ↻ B C
Hôô Kyaku	↻ ↙ → C
Fake Hôô Kyaku	↓ B C

DUCK KING

Air Slam	air close ↓ C
Overhead Axe Handle	← A
Slide Kick	↘ B
Ground Spin pursue	↓ C
Head Spin Attack **BREAKSHOT**	↻ A • C
↳ Kick Away Finish	C
With C version of Head Spin Attack	
Dancing Dive **BREAKSHOT**	↻ B
Cross Head Spin	↑ ↓ D
Neo Break Storm	↻ B tap
Flying Spin Attack	air ↻ A
Duck Fake Air	air ↓ ↓
Duck Fake Ground	dash ↘ C
Break Storm **BREAKSHOT**	↻ B C
Break Spiral	close ↻ B C
Break Spiral **BREAKSHOT**	air close ↻ B C
Duck Dance	→ ↻ C tap
↳ Air Cannonball	air ↻ B C
↳ Cannonball	↻ B C
↳ Dance Kick	↻ B C
↳ Heaven's Knee	↻ B C
↳ Duck Rave	↻ C
Fake Duck Rave	↓ B C

Leg Flip — close ← • → C
↳ Leg Break — ↻ C
Heel Follow — → B
Step Roller — ← B
↳ Follow with — ↘ C
Leg Press [pursue] — ↓ B
M. Spider — [air] ↻ C
M. Crab Clutch — ← → B
M. Snatcher **BREAKSHOT** — ↻ B
Fake M. Snatcher — ← A C
M. Dodge — ↻ A
↳ Good Night Backbreaker — [close] C
Leg Drop — ↓ ↑ C
↳ Reverse Kick — ← B
↳ Dangerous Spider — ↻ C
M. Typhoon — → ↻ B C
M. Escalation — → ↻ C
↳ Spin Fall **BREAKSHOT** — ↻ C
↳ Double Spider — ↻ C
↳ M. Dynamite Swing — ↓ C
↳ Vertical Arrow — ↻ A
↳ M. Snatchbreaker — ↻ B
↳ M. Dynamite Swing — ↓ C
↳ Straight Slice **BREAKSHOT** — [air] ← → A
↳ Double Crunch — ← → B
↳ M. Dynamite Swing — ↓ C

After Double Spider or M. Snatchbreaker or Double Crunch

↳ M. Double Swing — ↓ C

RB2 THE NEWCOMERS
REAL BOUT 餓狼伝説 2

JIN CHONSHU

Overhead Attack	→ A
Teiô Jin Soku Ken	→ → A
Teiô Tengan Ken **BREAKSHOT**	↻ A • C
Teiô Tenji Ken **BREAKSHOT**	↻ A • C
Teiô Shi Gan Ken **BREAKSHOT**	↻ A • B • C
Dragon's Light	↻ B .. ↻ B
Air Teiô Shi Gan Ken	air ↻ B
Teio Rojin Ken **BREAKSHOT**	→ ↻ ↘ B C
Kûchû Teiô Rojin Ken	air ↻ → B C
Teio Sukyu Kyo Ken	→ ↻ ↘ C
Fake Teiô Sukyu Kyo Ken	↓ B C

FRANCO BASH

Roundhouse Kick	→ B
Big Punch	B C
Power Uppercut recovery	C tap
Double Kong **BREAKSHOT**	↻ A
Power Stomp **BREAKSHOT**	↻ ↗ B
Fake Power Stomp	→ A C
Meteo Shock **BREAKSHOT**	↻ A
Meteo Tackle **BREAKSHOT**	↙ → C
Waving Blow	↻ D
Megaton Scruncher	↻ B C
Final Omega Shot **BREAKSHOT**	→ ↻ B C
Armageddon Buster	→ ↻ C
Fake Armageddon Buster	↓ B C

RB2 THE NEWCOMERS
REAL BOUT 餓狼伝説 2

JIN CHONREI

Axe Kick → B

Teiô Jin Soku Ken → → A

Press → x3 for longer version

Teiô Tengan Ken BREAKSHOT ↶ A • C

Teiô Tenji Ken BREAKSHOT ↷ A • C

Teiô Rojin Ken BREAKSHOT ↶ → C

Teiô Tashin Ken ↶ B

Ryu Ten Shin ↷ B hold

hold B for range

Teio Syu Myo Ken → ↶ ↘ B C tap hold

B C once for normal fireball

At P.Power C tap for more fireballs

hold B C for old-style move, release to stop the ball

Fake Teiô Syu Myo Ken ↓ B C

Teio Ryu Sei Ken → ↶ ↘ C

BILLY KANE

Pole Lift ↘ C

Pole Whack pursue ↓ C

San Setsu Kon Chu Dan Uchi ← → A

↳ **Kaen San Setsu Kon Chu Dan Tsuki** ← → C

Suzume Otoshi BREAKSHOT ↶ A

Senpû Kon A tap

Kyou Shuu Hishô Kon BREAKSHOT ↙ ↶ B

Fake Kyou Shuu Hishô Kon ← A C

Ka Ryu Tsui Geki Kon BREAKSHOT ↶ B

Chô Kaen Senpû Kon → ↶ ↘ B C

Guren Sakkon ↶ C

Salamander Stream → ↶ ↘ C

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REAL BOUT 餓狼伝説 2

RYUJI YAMAZAKI

Head Butt → ← ↓ ↑ C

Overhead Punch, Backhand Combo → A C

Uppercut ↘ A

Short Uppercut air B C

Dust Throw recovery C tap

Tripple Stomp pursue ↓ ↓ C

Hebi Tsukai Gedan BREAKSHOT ↶ A hold

Hebi Tsukai Chûdan BREAKSHOT ↶ B hold

Hebi Tsukai Uwadan BREAKSHOT ↶ C hold

hold button on Hebi Tsukai for 4 seconds for Multidirectional Hebi Tsukai

Baigaeshi ↷ C hold

hold to reflect, release C to absorb

Sabaki no Aikuchi BREAKSHOT ↯ A

Fake Sabaki no Aikuchi → A C

Yakiire ↯ B

Sado Maso ↷ B

Taunts, counter attacks if attacked by opponent

Guillotine → ↶ ↘ B C

Yondan Drill close ↻ C tap

C tap for different levels of follow-up attack

↳ **Level 1** 1-4 tap

↳ **Level 2** 5-8 tap

↳ **Level 3** 9-12 tap

↳ **Level 4** 13x tap

↳ **Level 5** A B C

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REAL BOUT 餓狼伝説 2

BOB WILSON

Thrust Kick	↘ A
Double Kick	air ↓ B
Falcon	close → C
Eagle Catcher	air close ↙ • ↘ C
↳ Hornet Attack	↗ ↗ C
Somersault Kick recovery	C tap
Leg Drop pursue	↑ C
Rolling Turtle BREAKSHOT	B
Sidewinder BREAKSHOT	C
Frog Hunting	← → → B C
Bison Horn BREAKSHOT	↓ ↑ C
Wild Wolf BREAKSHOT	← → B
Monkey Dance BREAKSHOT	B
Dangerous Wolf	→ B C
Fake Dangerous Wolf	↓ B C
Dancing Bison	→ C

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REAL BOUT 餓狼伝説 2

SOKAKU MOCHIZUKI

Shoulder Toss	close → C
↳ Face Bash	↻ C
Air Throw	air close ↓ C
Kimonjin	↻ C
Staff Thrust	↘ A
Lightning pursue	↓ C
Makibishi Masher BREAKSHOT	↻ A
Fake Makibishi Masher	↓ A C
Nozaru Geri BREAKSHOT	↺ A
Hyoi Dan BREAKSHOT	→ ← → C
Ja Kon Bu	A tap
↳ Tenha	↙ C
↳ Fuha	↘ C
↳ Toppa	→ C
↳ Kôha	↗ C
↳ Tou Ha plane	D
Jashin Kon BREAKSHOT	↺ B
Hametsu no Honoo	↑ ↓ D
Ikazuchi	→ ↻ B C
Hits in both planes	
Raijin no Ibuki	→ ↻ C
Fake Raijin no Ibuki	↓ B C

TUNG FU RUE

Upper Fist	↘ A
Shou Ha BREAKSHOT	↻ A
Gekihô	↻ C hold
Ressen Kyaku BREAKSHOT	↻ B
Sen Shippo BREAKSHOT	↺ A • C
Meditation	C D . C D
↳ Chô Ressen Kyaku	B
↳ Chô Senshippo	C
Senpû Gôken	→ ↻ ↘ B C
Fake Senpû Gou Ken	↓ B C
Chô Gekihô	→ ↻ ↘ C

HON FU

High Nunchaku hit	↘ A
Spinning Head Kick	→ B
Low Nunchaku Hit pursue	↓ C
Face Bash	close ↘ C
Kyûryû no Yomi	close ↻ C
Denkô Sekka no Chi BREAKSHOT	↙ → B
Denkô Sekka no Ten BREAKSHOT	↻ B
Taunt	↻ C

Counter attack the 3rd time he is hit

Seikû Rekka Kon BREAKSHOT	⇝ A • C
Fake Seikû Rekka Kon	← A C
Honoo no Taneuma	↻ A tap
Bakuhatsu Gorô	↻ ↙ → B C
Gadenza no Arashi BREAKSHOT	↻ ↙ → C

CHENG SINZAN

Energy Balls	← A
↳ Follow with	D
Energy Balls	→ A
Homicidal Head Butt	close ↘ C
Kiten Hinzan BREAKSHOT	↷ A
Anti-air Kiten Hinzan BREAKSHOT	⇝ A
Hagangeki BREAKSHOT	← → B • C
Fake Hagangeki	→ A C
Dai Taikobara Uchi	↓ ↑ A tap
Chô Handô Manpuku Hôgan	↻ B hold
Fatty Bazooka	↻ C
Bakurai Hoh BREAKSHOT	↙ ↓ → B C
Tenchi Hôraku Mujinhô	air ↻ C hold

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REAL BOUT 餓狼伝説 2

LI XIANGFEI

Ri Mon Chô Chu	→ A
Cleanup Femur	← B
Nanpa BREAKSHOT	↻ A • C
Senri Chûô	↻ B
↳ Senri Chûô Kankû	↻ B
↳ Senri Chûô Shin Saiha	↺ B
Tenpôzan	↯ B
Fake Ten Poh Zan	← A C
High Counter BREAKSHOT	A . ↑
While being attacked	
Medium Counter BREAKSHOT	A . →
While being attacked	
Low Counter BREAKSHOT	A . ↓
While being attacked	
Daitetsujin	→ ↻ ↘ B C
Fake Taitetsujin	↓ B C
Chô Pairon	C → ↙ → A B → ↙ → A B
Majinga	close ↻ C

RICK STROWD

Chopping Right	→ A
Smashing Sword	↘ A
The Punisher	dash → C
Shooting Star BREAKSHOT	↻ A • C
Fake Shooting Star	→ A C
Divine Blast BREAKSHOT	↺ C
Full Moon Fever	↻ B hold
Blazing Sun Burst BREAKSHOT	↺ A
Helion BREAKSHOT	↯ A
Gaia Press	→ ↻ ↘ B C
↳ EX Shooting Star	↻ C
Howling Bull	→ ↻ ↘ C
↳ MAX Shooting Star	↻ C

LAURENCE BLOOD

Line Push Kick	→ B
↳ Follow with	D • ↓ D
Ole Dodge	B C
Bloody Spin **BREAKSHOT**	↻ A • C
Bloody Saber	← → C
Bloody Cutter **BREAKSHOT**	↓ ↑ C
Bloody Mixer	A tap
Bloody Flash	→ ↻ ↘ B C
Bloody Shadow	→ ↻ ↘ C

WOLFGANG KRAUSER

Lift Up Blow	close ↻ B
Overhead Punch	→ A
Stomach Splash	air ↓ C
Elbow Drop pursue	↓ C
High Blitz Ball **BREAKSHOT**	↻ A
Fake High Blitz Ball	↓ A C
Low Blitz Ball **BREAKSHOT**	↻ C
Leg Tomahawk **BREAKSHOT**	↻ B
Scum Gale	close ↻ A → → C
Phoenix Thrust	↻ C
Counters high & specials	
Kaiser Claw	↻ C
Kaiser Wave **BREAKSHOT**	← ↗ B C hold
hold B C to charge up to 3 different levels	
Fake Kaiser Wave	↓ B C
Gigantic Cyclone	close ↻ C
Deadly Rave	↻ → A A B C B C A B C
↳	C
↳	↻ A C

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REAL BOUT 餓狼伝説 2

GEESE HOWARD

Shoulder Toss	→ C
↳ Face Bash	↻ C
Face Grab	↘ C
Shinkuu Nage	close ○ A
Spin Kick	← B
↳ Follow with	D • ↓ D
Explosion pursue	↓ C
Reppûken BREAKSHOT	↻ A
Fake Reppûken	↓ A C
Double Reppûken BREAKSHOT	↻ C
Fake Double Reppûken	↓ A C
Atemi Nage	counter ↻ A
Chudan Atemi Nage	counter ↻ B
Jôdan Atemi Uchi	counter ↻ C
Raging Storm	→ ↻ B C
Fake Raging Storm	↓ B C
Rashoumon	○ C
Deadly Rave BREAKSHOT	
close ↻ → A A A B B B C C C ↻ C	

ALFRED

UNLOCKING ALFRED

You need an Unibios to unlock Alfred.

You need to have Dip 1-8 and Dip 2-8 on on at the 'How to play Screen'

Highlight Terry and hold B C then press A or D . Turn the Dips off.

Back Step Kick • Front Step Kick	← • → B
Fokker	air ↓ B ← • →
Sonic Wing	close ← • → C
Critical Wing	↻ A • C
Fake Critical Wing	↓ A C
Augmenting Wing	↻ A
Fake Augmenting Wing	← A C
Divergence	↻ C
Mayday! Mayday!	air ↻ B
S.TOL	↻ B
Shock Stall	air ↻ B C
Wave Rider	→ ↻ ↘ C